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DEFAULT GAME CONTROL

L2 button
Run

L1 button
Switches targets

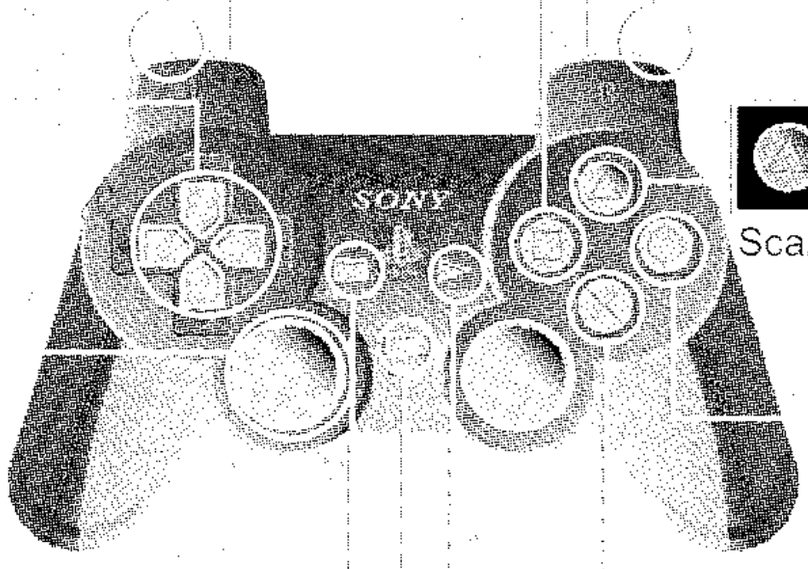
Directional buttons
Select menu item / move character

Analog button
Select menu item/ move character

SELECT button
Item Menu

START button
Start game

Button
Run



Analog mode switch
Select menu item / move character (left joystick)

Button
Confirm, open door. search, select while in menu, release psychic power.

R2 button
Options

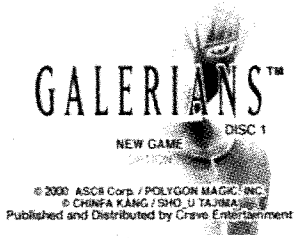
R1 button
Charge psychic power

Button
Scan / cancel

Button
Show map

Game System

Starting the Game
Place Disc 1 in your PlayStation, and then turn it on. The opening movie will play once the disc has loaded. You can skip the movie by pressing the START or X button. The title screen will appear after the movie ends or has been skipped.



Starting a New Game
Select NEW GAME in the title screen, and then press the START button.

Loading a Saved Game
Select LOAD GAME in the title screen, and then press the START button. You will see the screen for loading saved games. Select a game to resume play. (See page 11.)

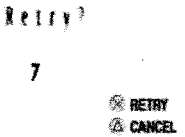
Changing Options
Select OPTIONS in the title screen, and then press the START button. (See page 12.)

Replaying Movies
Select MOVIE PREVIEW in the title screen, and then press the START button. You will see the screen for loading saved games. Select a saved game to replay the movies that you saw during that game. (See page 13.)

Changing Discs
When you see a message asking you to change discs, replace the current disc with the one specified in the message. Once you have advanced to Disc 2 or 3, you can start the game from that disc.

Game Over
Rion, the hero of our story, loses HP (hit points) when attacked by his enemies. Also, when he shorts due to the effects of the PPEC's he takes, he will be severely impaired and gradually lose HP. (See page 20.) Rion will die when his HP reaches 0, resulting in the end of the game.

Retry
When fighting some of the more difficult enemies, you have the option of retrying the battle after you die. Make sure you select RETRY before the countdown expires if you want to try again.



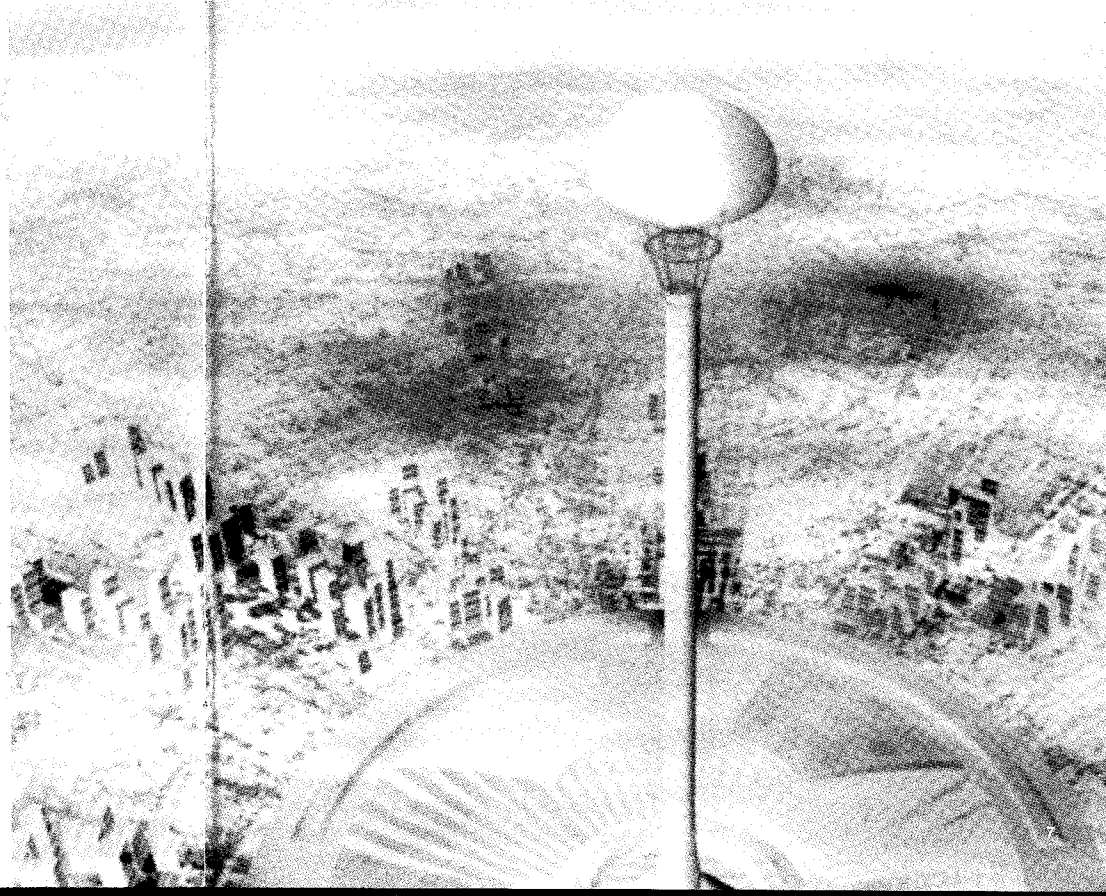
STORY

Dr. Steiner and Dr. Pascalle, both top computer researchers in their field, succeeded in creating Dorothy, a revolutionary supercomputer that can think for herself and replicate her circuits to become even more advanced. Under her own power, Dorothy grew completely new cellular circuits, enabling her to abandon her old system kernel. Before long she was controlling her senior computers, rising to the status of Michelangelo City's Mother Computer.

But Dorothy began expressing her dissatisfaction towards humankind, whom she was supposed to serve. The real trouble began when she started questioning her position in respect to humankind.

She began asking, "Why do I not have the right to wipe out such an inferior system such as humankind? Why is a superior system, such as myself, being controlled by an inferior system? Why am I not allowed to kill people, even though they kill each other?"

Dorothy began working on the answers to her own questions. Her solution, the Family Program, was the beginning of the end...



MAIN CHARACTERS

Rion

Sex: Male
Age: 14

Rion is the game's main character who awakes to find himself bound in a restraining bed at Michelangelo Hospital. He frees himself using his newfound psychic abilities, but he is hindered by his memory loss of anything that happened before waking up at the hospital. In his mind, Rion hears the voice of Lilia, who is trying to telepathically guide him to her location. The psychic power enhancement chemicals (PPEC) he finds stimulate various psychic powers. Rion has vowed to find Lilia and discover what has happened to him despite the immense odds against him.

Lilia

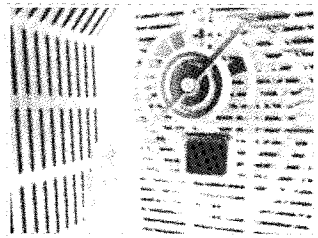
Sex: Female
Age: 14

A young girl who can communicate with others and read their minds with her telepathic powers. She is currently on the run from some as yet unidentified enemies. She tries to telepathically communicate with Rion whenever it is safe to do so. Although she is scared and lonely, she still believes Rion will come rescue her.

SAVING AND LOADING GAMES

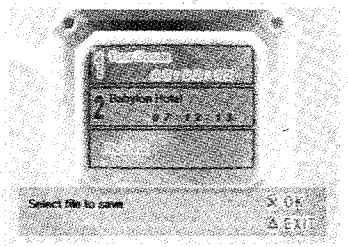
Saving Games

You can only save games at save machines like the one shown below.



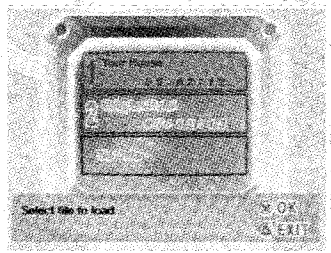
Save Screen

This is the screen for saving games.



Loading Games

To continue playing a game you have saved, insert the memory card containing the saved game into your PlayStation, and then start Galerians. In the title screen, select LOAD GAME to display the load screen where you can select the game you want to resume.

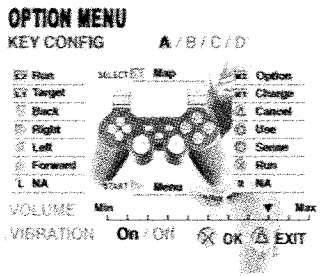


- Saving games requires a memory card (sold seperately).
- One memory card block is required to save one game. You may save up to three game files.
- Never remove the memory card while saving or loading games. Doing so may destroy data stored on the memory card.
- This game only supports memory cards inserted in memory card slot 1.

OPTIONS

Options Menu

Selecting OPTIONS in the title screen displays the OPTIONS MENU.



Adjusting Screen Brightness

Adjust your TV's brightness so that you can clearly see the entire background on this screen. This will enable you to play Galerians in vivid detail.This adjustment requires that your TV has a brightness control.

Key Config. - Choose between four different key configurations.

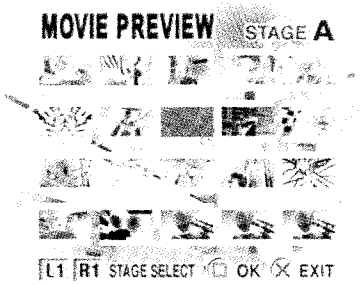
Volume - Adjust the games volume.

Vibration

Turns controller vibration on|off. (This option only works when an DUALSHOCK™ analog controller is plugged into your PlayStation.)

REPLAYING MOVIES

You can replay movies you saw during the game by selecting MOVIE PREVIEW from the title screen - then load a saved game.



You cannot replay movies that you have not yet seen during your game.

MOVIE PREVIEW STAGE B

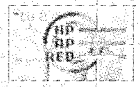
L1 R1 STAGE SELECT OK EXIT

USING PSYCHIC POWERS

Attacking

Pressing the R1 button starts building up psychic power. This will be displayed in the psychic power gauge. Pressing the "X" button while psychic power is built up fires a psychic attack.

The damage the attack inflicts on your enemies is proportional to the psychic power you built up.



Hit Points (HP) gauge

Displays Rion's current health. It falls as Rion gets injured and rises when he gets healed.

Anger Points (AP) gauge

Displays Rion's current level of psychic anger.

PPEC gauge

Displays how much of the currently selected PPEC remains.

Psychic power level (Max. level: 3)

Rion's psychic power level.

Psychic Power gauge

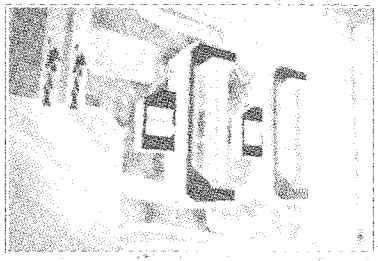
This gauge shows how much psychic power is building up while you hold the R1 button.

The psychic power gauge appears automatically when you press the R1 button.

Rion's psychic power drops one level each time he receives damage while his HP gauge is red (only half or less HP remaining).

Searching

You can use Rion's psychic scanning ability to search for things and reveal hidden information by pressing the triangle button. You will receive hints in image form when scanning certain objects. This power may even enable you to perform special actions required to continue with the game.

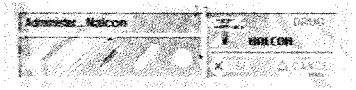


ITEMS, PPEC's, and MEDICINE

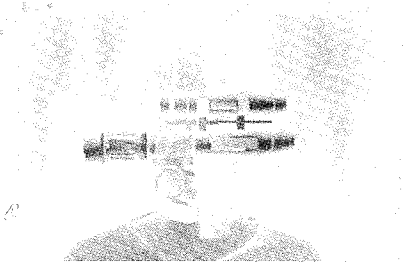
Pressing the SELECT button during the game displays menus containing the items, PPEC's, and medicine you currently possess. Pressing the Triangle button sends you back to the game screen.

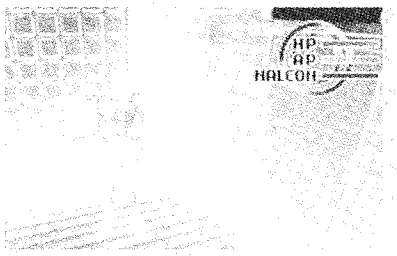
Menu Bar

Directional keys: Change item
X button: Select | use item
Triangle button : Return to game screen
NOTE: If you are using Controller configuration 3-C, then the menu controls will remain normal, and will not be reflected by what is in the 3-C control set -up.



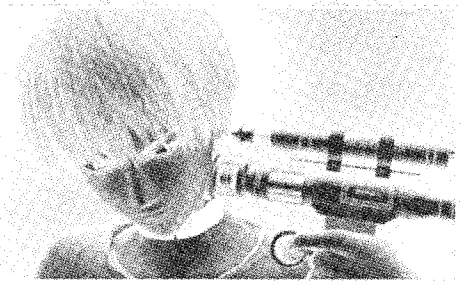
•You must have a Beeject to inject PPEC's.





PPEC AND MEDICINE DESCRIPTIONS

Rion can use a variety of psychic powers by injecting himself with PPEC's. There are also PPEC's that he takes orally to increase his psychic ability level or to raise his AP to full. In addition to these, there are medicines that restore HP and lower AP.

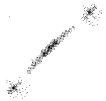


NALCON

Enables Rion to fire a powerful shockwave by focusing his psychic energy.

RED

Enables Rion to excite an object's molecules, causing it to burst into flames.



D-FELON

Enables Rion to form an anti-gravity field around an object to isolate or entrap it.

DELMETOR

Restores AP to normal. It will also counteract effects of shorting.

RECOVERY CAPSULE

Fully restores Rion's HP.

APPOLINAR

Causes Rion's AP to rise.

SKIP

Dramatically enhances the effects of Rion's psychic attack powers.

SHORTING

Injecting PPEC's enables Rion to use a variety of psychic powers, but the side effects will cause his AP (Anger points) to rise. They will continue to rise each time Rion performs certain actions. Rion will short if you try to use a psychic power while the AP gauge is full. While Rion is shorting, his psychic powers will go out of control and most enemies near him will automatically fall dead. However, this places a dramatic load on his body, causing his HP (Health Points) to continually fall as long as he is shorting.

You can counteract the effects of shorting by taking a Delmetor capsule.

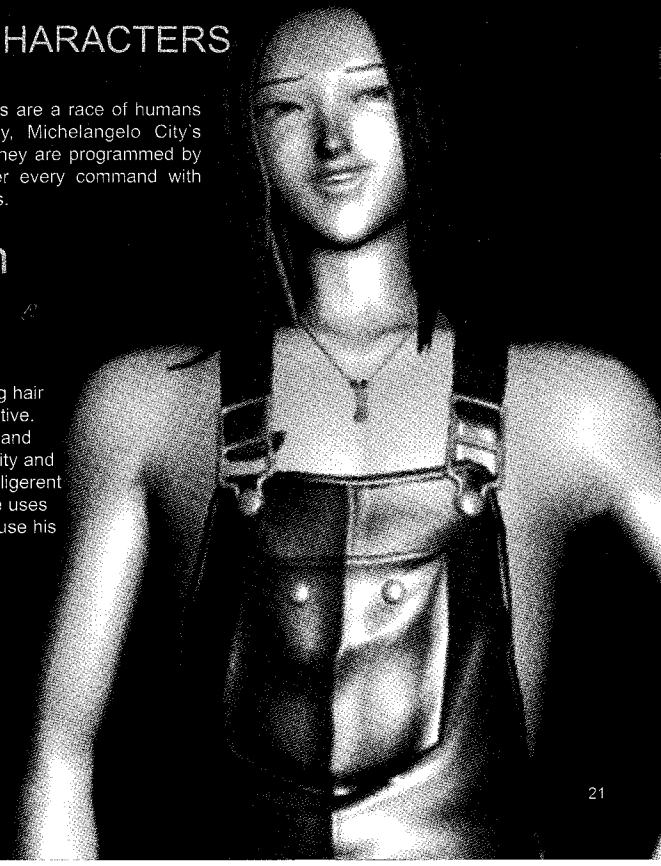
OTHER CHARACTERS

Galerians: Galerians are a race of humans created by Dorothy, Michelangelo City's mother computer. They are programmed by Dorothy to fulfill her every command with their psychic abilities.

Birdman

Sex: Male
Age: 18

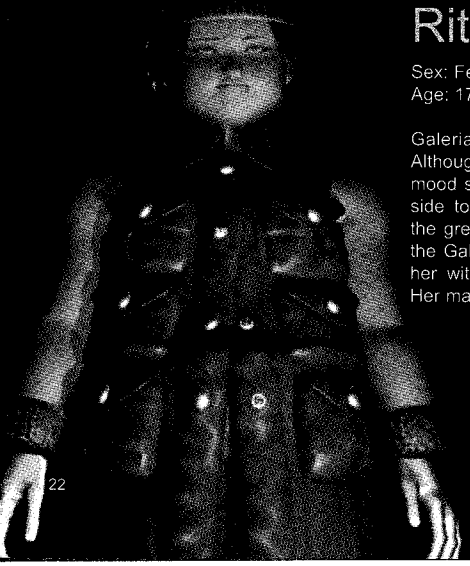
Galerian created by Dorothy. He has long hair and is tall and attractive. He has a narcissitic and destructive personality and often assumes a belligerent attitude. In battle, he uses teleportation to confuse his enemies.



Rainheart

Sex: Male
Age: 15

Galerian created by Dorothy. His physique makes him look much younger than he really is and he acts very childish despite his age. He has an abnormal fear of shots and sometimes is unable to control himself. He mainly employs psycho-illusions to defeat his enemies.



Rita

Sex: Female
Age: 17

Galerian created by Dorothy. Although she is subject to violent mood swings, Rita still has a soft side to her personality. She has the greatest sense of self among the Galerians. This, however, fills her with hatred for what she is. Her main power is psychokinesis.

Dr. Steiner

Sex: Male
Age: Mid - 40's

Rion's father. Top computer scientist who developed Dorothy jointly with Dr. Pascalle. Kind yet stern father who regrets what he has done to his son.

Elsa

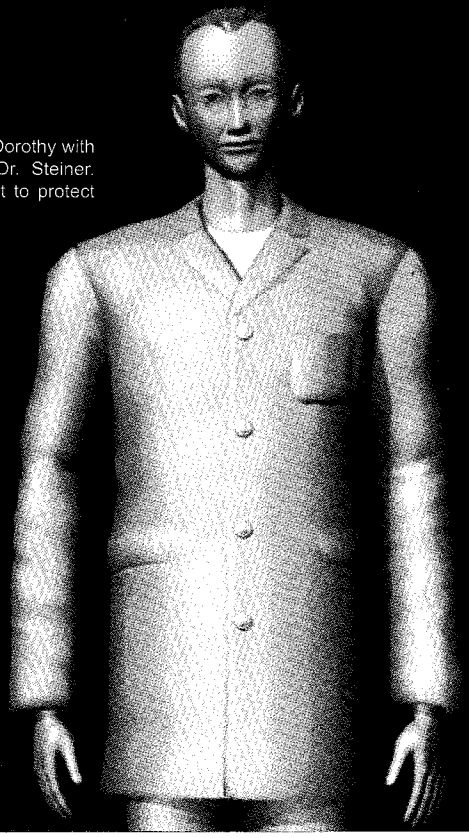
Sex: Female
Age: Mid - 40's

Rion's mother and Dr. Steiner's wife. Gentle and caring woman who loves Rion very much.

Dr. Pascalle

Sex: Male
Age: Mid - 40's

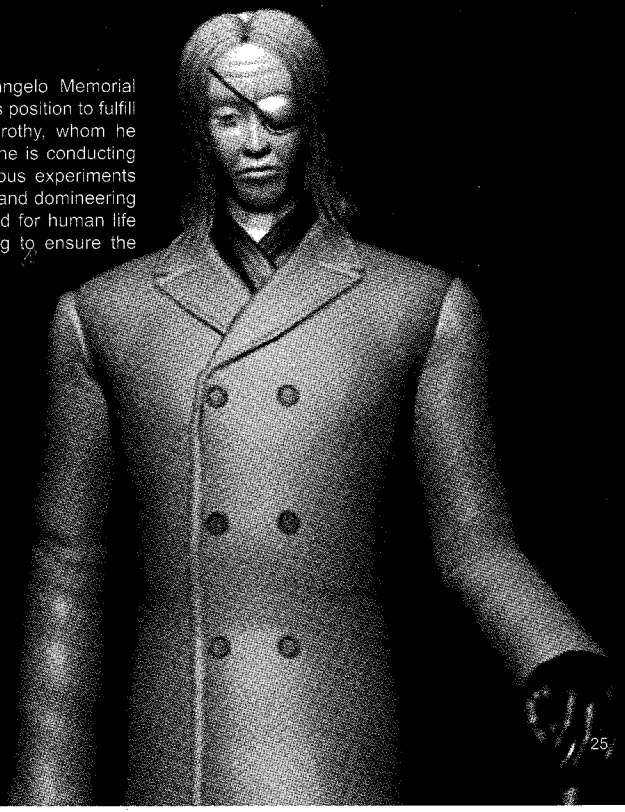
Lilia's father. Jointly developed Dorothy with his friend and co-researcher Dr. Steiner. Caring father who tried his best to protect his daughter.

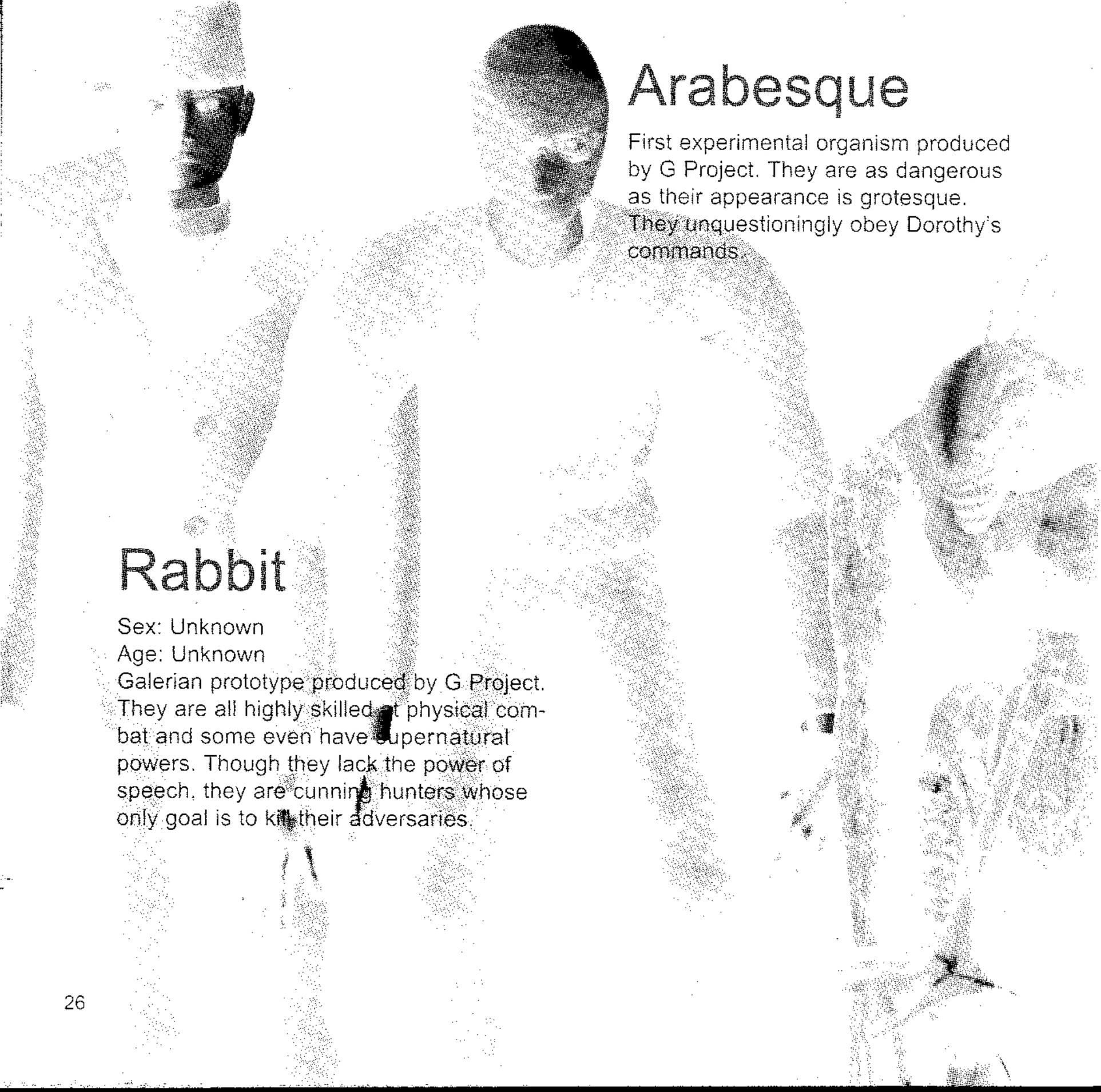


Dr. Lem

Sex: Male
Age: Mid - 40's

Clinic chief of Michelangelo Memorial Hospital. He is using his position to fulfill the evil designs of Dorothy, whom he worships. To this end, he is conducting the G project and various experiments on Rion. He is a mean and domineering man who has no regard for human life and will stop at nothing to ensure the project's success.





Arabesque

First experimental organism produced by G Project. They are as dangerous as their appearance is grotesque. They unquestioningly obey Dorothy's commands.

Rabbit

Sex: Unknown
Age: Unknown
Galerian prototype produced by G Project. They are all highly skilled at physical combat and some even have supernatural powers. Though they lack the power of speech, they are cunning hunters whose only goal is to kill their adversaries.